19th ESC Creed Character-Combat Readiness-Honor

We must begin with a commitment to making Character-Combat Readiness-Honor part of our DNA. Simply put- we must continuously strive to become a unit that embodies the conscience and integrity (character) to make the hard-right choices/decisions, has the combat readiness to exude the Warrior Ethos in the battle space and the honor to live up to all Army Values - so we execute all missions with excellence as a habit and return with honor!

It is our quest to become a professional, warrior/ethics-based "Team" with a reputation founded on these attributes...



Stephen E. Farmen BG, US Army Commanding

CG's 12 Principles of Excellence

- 1. Discipline: Doing the routine and right things routinely well; earned through respect and admiration not toxic behavior; trust but verify
- 2. Training: Train as we Fight; all Warfighters supporting the Warfight; white space
- 3. Maintaining: 3 Rails of Readiness; Supply/Maintenance/Deploy-ability Excellence
- **4. Teamwork:** No one gets ahead of someone at someone else's expense; share ideas; be team players; be an Integrator; Everyone matters!
- **5. Family:** Caring, Viable FRGs, become Installations of Excellence
- 6. Don't Lie, Tell the Truth: Bad news doesn't get better with age
- 7. The Basics: Focus on the Fundamentals builds confidence
- **8.** Communication x 3: Empower everyone with information / ASK! Who else needs to know what I know? Builds Trust! Be an active listener
- **9.** Safety: How to think, not how to act; Don't be risk averse = manage risk
- **10. Mission Support:** Support First; Argue Later; Build capability/capacity; Be resilient, Be proactive, not reactive; Think, Collaborate, Integrate, Synchronize, Stewardship; Build Relationships/Partnerships <u>you can't surge trust</u>.
- 11. Leadership: From the front; Steadfast/Creative; build green tab teams and foster development and growth; Who's in Charge? Candor, Loyalty, it's about people!
- **12. Have FUN!!!** = Strike a Balance...relaxation and reflection, take leave`

